

## Magic Cube - Bug #47

### Remove the FBO\_QUEUE

06/12/2020 04:03 PM - Leszek Koltunski

|  |                  |                        |            |
|--|------------------|------------------------|------------|
| <b>Status:</b>   | Closed           | <b>Start date:</b>     | 06/12/2020 |
| <b>Priority:</b>   | High             | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Leszek Koltunski | <b>% Done:</b>         | 100%       |
| <b>Category:</b>   |                  | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |                  |                        |            |
| <b>Description</b>   |                  |                        |            |
| Problems with ARM Mali (as described in <a href="https://distorted.org/redmine/issues/31">https://distorted.org/redmine/issues/31</a> ) do not affect Magic Cube, because we are not using OIT rendering mode here.<br>Switch off FBO_QUEUE, or better yet: add a mechanism to dynamically adjust the QUEUE. |                  |                        |            |

### History

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#### #1 - 06/16/2020 12:27 PM - Leszek Koltunski

- Status changed from New to Closed
- Assignee set to Leszek Koltunski
- % Done changed from 0 to 100

Commit [cb004f2e](#) resolves this. Closing.